**Team:**

**WhatsInAName**

**Team Members:**

Ch Prabhu Tej Pulagam (CMPE 202-03)

Sandeep Kumar Chawan S (CMPE 202-03)

Shaurya Mittal (CMPE 202-03)

Aishwarya Rao (CMPE 202-04)

Yashasvi Komma (CMPE 202-04)

**GitHub ID's:**

prabhutejpulagam

sandeepchawan

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YashasviKomma

**Team Github Repository:**

https://github.com/sandeepchawan/CMPE202-GroupProject

**Task Board:**

https://waffle.io/sandeepchawan/CMPE202-GroupProject

**Kanban CFD google sheet:**

https://drive.google.com/open?id=1KCacYOj9OA572VySSFKWgBudzXlwV37DEKiF4vfQIx4

## Journal Entries:

### Ch Prabhu Tej Pulagam

XP value: ***Respect***

Now that our idea and the model of our game has been decided, we moved onto the technical aspects of building our game. We started off by discussing the design aspects of our project. As we have fixed upon the idea of drag/drop of the strings, there was a bit of confusion regarding the details of drag/drop idea. We then clarified the issue by discussing and confirming that each letter in the matching pattern is first highlighted and then dragged to the compression box. In the next team meeting, we had discussed about the UML design of the project. This is one of the key aspects to any project before going into the development phase. So we spent a good amount of time on this particular topic. Each of our team members shared their opinion in deciding the actors, use cases, relationships. We have then voluntarily chose to design the sequence, class, state machine, activity, use case diagrams of our game by each of us. I have taken up the responsibility to constantly remind everyone about the progress of the project and to schedule the meetings at an appropriate date/time convenient to all my team mates. We have fixed a deadline to complete these activities so that we could get into the coding/ development phase from our next team meeting.

**Sandeep Kumar Chawan S**

XP value: ***Simplicity***

The focus of the week was coming up with class, sequence, activity diagrams and to decide on the final UI for the game.

One noticeable change made from the previous UI was that, the previous UI had a lot of map buttons to map the text into keys. This would have created a confusion for a new player and the player might have a hesitation to play the game. We have simplified the UI to accommodate only a single compression box. The user can drag and drop as many strings as he wants and then click on the submit button. This makes life easy for both the user and the developer. A lot of clutter has also been eliminated from the UI, leaving behind only the “result”, “statistics” and “play again” buttons on the screen.

This week’s activity also revolved around ideas to implement the algorithm for text compression and also to maintain string-key mappings. The motto was to write code which is easy to understand so that fellow team members can quickly pitch in to fix bugs in any module of the software, irrespective of their expertise.

**Shaurya Mittal**

XP value: ***Courage***

Week by week we are getting to know the importance courage in a software development team. Last week courage was required, to come up with innovative and out of the box ideas. This week was about diagrams. By diagrams I typically mean UML diagrams. Before actually starting the coding for the project, UML diagrams have a prime importance to make coding part easy.

It is important to know that mistakes are bound to happen when taking about diagrams and that too when talking about the UML diagrams of a nascent project. So, our team sat to make various types of diagrams to make the visualization of project clear. It was not at all a easy task, and we had some conflicts while designing the project as every one had their own views of he project. Now here courage cam into play where each of us has to tell each other how the visualization of the project by each member needed a second thought. Second thought doesn't actually mean that one's thought are wrong, but it could be modified to make the project look better and easy.

Similar to last week, courage was also required to unleash our thoughts in all possible direction to create something that could lead to a simpler path ahead. And as stated earlier this was done by everyone in out team as a result of which we came up with different UML diagrams like, activity, state machine, use case, class diagrams. Creating these diagrams also gave us the opportunity of thinking to extend the features that our game would consist of. After this week once the diagrams are done, we will head towards coding our game in greenfoot.

**Aishwarya Rao**

XP value: ***Feedback***

This week's meeting was very productive. Topics discussed vaguely in the last weeks meeting were discussed clearly. And each team member put in efforts and came prepared for the meeting. Everyone gave their inputs on what features should be added to the game. Pros and Cons of each feature were discussed and the most useful features were considered to be added. Last week we decided on the game design but it was still obscure. After deciding on what features to add we made the step by step game plan. We have a rough idea on how the game is going to work now. But the game had too many features and it was too complicated. We tried explaining the game to few other people but they were not able to understand how it works and also they didn't find it user friendly.

So we considered these cons and with the feedback we made few changes and made it more understanding to the new users. We removed few complicated and not useful features and tried making it more user friendly game. After making the explanation of the game simpler, we explained the game to few others. They easily understood the game and also understood the concept of text compression by the way we explained the working of the game. We started off with the coding but for now we are still in the first stage but by the next submission we decided to have the first module of the game ready. All the team members put in their ideas this week and it turned out to be very helpful. If we could work together this way then the game development will become easier and will be completed in the expected amount of time.

**Yashasvi Komma**

XP value: ***Communication***

In this week's meeting we decided to draw the UML diagrams, as they are one of the important aspects of the project which helps to visualize, specify, construct and document. We made few modifications so that it is easy for the people from non computer science background to easily understand about the compression techniques. Here the players are given a string where he/she needs to identify the word or phrase that is repeated more often and drag into the box, and then the compression for each submission is checked and the one with more compressed wins the game. Here the user interface consists, the given string and box where the player can drag and drop the words into the given box and submit it. We have discussed about the states that occur like start of the with uncompressed state of string, compressing state and compressed state where the player finishes the game. The sequence of the game was discussed like where the player is given a string, the player starts playing and finds the words that are repeated and drags them into the box, once is he done with finding player submits the compressed version, like wise each player plays and then relatively the winner is decided. In the use case the player gets to play, compress the string and submit . The system compares the submitted details and decides the winner accordingly. Also we discussed about the compression techniques that can be implemented and yet to decide on the best technique that can be applied in order to achieve better compressed version.